SYSBPM - Preload List Maintenance

This function is used to maintain so-called preload lists. In a preload list, you can specify the names of Natural objects which are to be loaded into the buffer pool when the buffer pool is initialized.

The preload lists themselves are stored as Natural objects of the type Text in the library SYSBPM.

For further details on the preload list, see the relevant section in Natural Buffer Pool in the Natural Operations for Mainframes documentation.

▶ **To invoke Preload List Maintenance**

- On the SYSBPM Main Menu, enter Function Code **P.**
  Or, in the command line, enter PRELOADLIST.

  The Preload List Maintenance menu is displayed.

The functions provided on the Preload List Maintenance menu are listed and explained below:

- List Preload Lists
- Edit Preload List
- Generate Preload List from Buffer Pool

Also below is information on:

- Delete Preload List

List Preload Lists

This function invokes the List Preload Lists screen which displays a list of all existing preload lists.

▶ **To invoke List Preload Lists**

- On the Preload List Maintenance menu, enter Function Code **L** and the name of a preload list.
  Asterisk (*) notation is also allowed for a preload list name.

  Or, in the command line, enter LIST PRELOADLIST *list-name*.
  Asterisk (*) notation is also allowed for *list-name*.

- The List Preload Lists screen is displayed.

For a list of possible line commands, enter a question mark (?) in any of the leftmost screen columns which contain the prefix information.

Further commands can be entered in the command line. To invoke the Help window with a list of commands available, enter a question mark (?) in the command line. Choose PF7 to scroll backward and PF8 to scroll forward in the window.

Edit Preload List

This function invokes the Edit Preload List screen where you can create a new preload list, add objects to an existing list or delete objects from it.

Attention:
The editing functions provided on the Edit Preload List screen are a subset of the functions provided by the Software AG Editor (see the relevant documentation). Therefore, before you start a Natural session to edit a preload list, set the Natural profile parameter EDPSIZE to a value greater than zero (see also Profile Parameters in the Natural Parameter Reference documentation). We recommended that you set EDPSIZE to a minimum of 100.

To invoke the Help window with a list of the commands available, in the command line, enter a question mark (?). Choose PF7 to scroll backward and PF8 to scroll forward in the window.

For a list of the line commands available, in any of the leftmost columns (prefix information), enter a question mark (?).

Below is information on:

- Creating Preload Lists
- Modifying Preload Lists

Creating Preload Lists

► To create a preload list

- On the Preload List Maintenance menu:
  - ○ Enter Function Code **E**.
  - ○ Clear the contents of the field Preload List Name, that is, do **not** enter the name of a preload list.
  - ○ In the fields Generation Library and Generation Objects, leave the default asterisk (*).
  The Edit Preload List screen is displayed.
- In the relevant input fields, enter the name of the library where the objects are stored, the names of the objects and the corresponding database IDs (DBID) and file numbers (FNR).
  If DBID and FNR are left blank, they will be taken from the current system file FUSER or FNAT in libraries whose names start with SYS.
  The resident flag will be set to **Y** (Yes) in Column **R** on the editing screen if no value is entered. Resident means that the object is not deleted from the buffer pool, not even if its Use Count is set to **0**.
- In the command line, enter SA *set-name* to save the object set as Natural Text member in the library SYSBPM.

See also Generate Preload List from Buffer Pool below.

Modifying Preload Lists

► To add a new object to a preload list

- On the Preload List Maintenance menu, enter Function Code **E** and the name of a preload list.

  Or, on the List Preload Lists screen, in the leftmost column, next to the preload list desired, enter Line Command **E**.

  Or, in the command line, enter EDIT PRELOADLIST *list-name*.

  The Edit Preload List screen appears and displays the specified preload list.
- Complete the input fields by entering the name of the library where the objects are stored, the names of the objects and the corresponding database IDs (DBID) and file numbers (FNR).
  If DBID and FNR are left blank, they will be taken from the current system file FUSER or FNAT in libraries whose names start with SYS.
- In the command line, enter SA to save the modification.

▶ To modify an object of a preload list

- On the Preload List Maintenance menu, enter Function Code **E**, a library name and the name of a preload list.

  Or, on the List Preload Lists screen, in the leftmost column, next to the object set desired, enter Line Command **E**.

  Or, in the command line, enter EDIT PRELOADLIST *list-name*.

  The Edit Preload List screen appears and displays the preload list specified.
- In the relevant input field(s), replace the existing entries with new values.
- In the command line, enter SA to save the modification.

▶ To delete an object from a preload list

- On the Preload List Maintenance menu, enter Function Code **E**, a library name and the name of a preload list.

  Or, on the List Preload Lists screen, in the leftmost column, next to the object set(s) desired, enter Line Command **E**.

  Or, in the command line, enter EDIT PRELOADLIST *list-name*.

  The Edit Preload List screen appears and displays the preload list specified.
- In the leftmost column, next to the object desired, enter Line Command **D** and choose ENTER.
- In the command line, enter SA to save the modification.

Generate Preload List from Buffer Pool

This function is used to generate a new preload list using the objects contained in the buffer pool; that is, from the objects that are currently in the buffer pool, you can select those you wish to be included in the preload list.

▶ To generate a preload list use either of the two options below

1. On the Preload List Maintenance menu, enter Function Code **G**, the name of a preload list, and, in the fields Generation Library and Generation Objects, specify the objects to be included in the list:
   - To include all objects that are currently in the buffer pool, enter an asterisk (*) in each of the two fields.
   - To include specified objects in the buffer pool, enter any combination of asterisks (*), full names and names with asterisk (*) notation for both fields.

     Example:
     To include in the preload list all objects which have been loaded from a specific library, enter the full name of the library in the field Generation Library and an asterisk (*) in the field Generation Objects.

2. Or, in the command line, enter
   GENERATE PRELOADLIST *list-name* or GENERATE PRELOADLIST *list-name gen-library*
   (See also the field and parameter explanations above).

A message appears confirming that the preload list was generated from the buffer pool.

All preload list objects will be generated as resident (entry **Y** in Column **R**) by default. Choose manually, which objects you want to remove from the list.

Objects from the library SYSBPM will not be included in the generated preload list as it can be assumed that these are objects which were only loaded into the buffer pool in order to execute this function.

Delete Preload List

▶ **To delete a preload list**

- On the Preload List Maintenance menu, enter Function Code **L** and the name of a preload list.

  Or, in the command line, enter LIST PRELOADLIST *list-name*.

  The List Preload Lists screen is displayed.
- In the leftmost column, next to the object desired, enter Line Command **D** and choose ENTER.
  The Delete window appears.
- Confirm the deletion by entering the name of the preload list.
  A corresponding confirmation message appears.